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A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may trigger an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

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Table of Contents

Journey to Treasure Planet 2

Setting Up 3

Quick Start 4
- Menu Controls 4
- In-Game Controls 4

Getting Started 6

The Map to Flint's Treasure 6
- Look for Beacons 7
- Choosing an Area 7
- Options 7
  - Sound 8
  - Display 8

Playing Disney's Treasure Planet 9
- Main Game Screens 9
- Jim's Moves 9
- Morph Moves 10
- Solar Surfing 11

Treasures Found Along the Way 12

Pausing the Game 14

Saving the Game 14

People, Machines, and Creatures of the Etherium . . . 15

Fellow Travelers 16

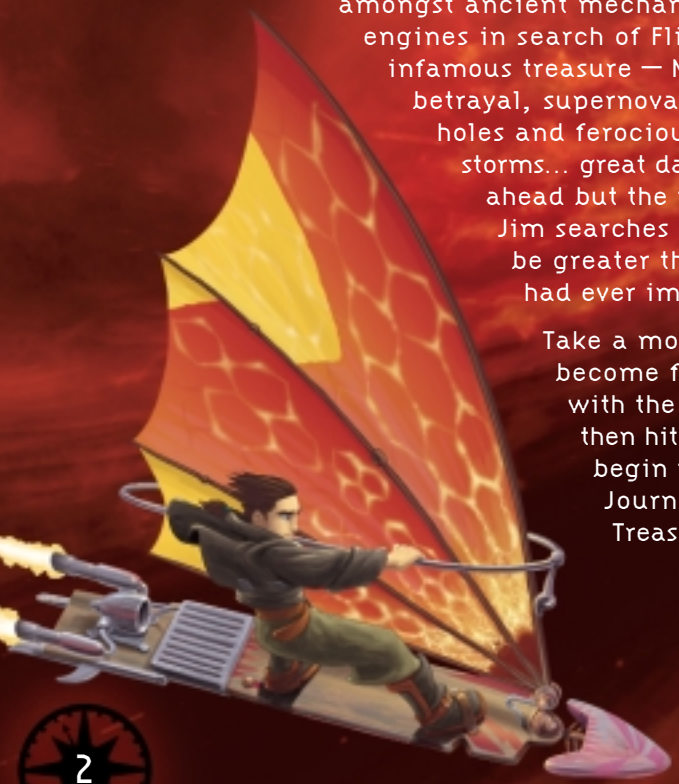
Credits 18

Journey to Treasure Planet!

Get ready to set sail on a treasure hunt of a lifetime in **Disney's Treasure Planet.** The rebellious young Jim Hawkins has discovered a map that will lead him to Captain Flint's treasure, hidden on Treasure Planet rumored to hold the "loot of a thousand worlds." With the guidance of his mentor, Dr. Doppler, Jim and his trusted friend Morph, a cool little alien mimic with the ability to assume the shapes of different things, set off on a fantastic, intergalactic journey aboard the dazzling RLS Legacy galleon.

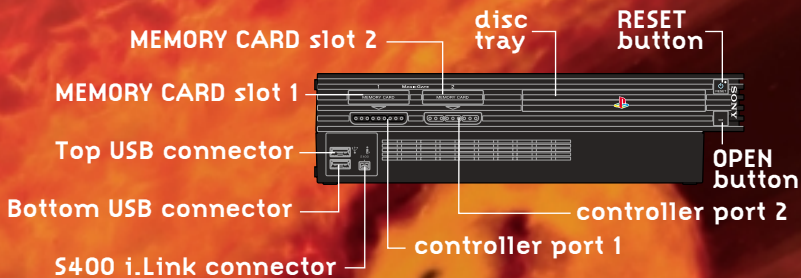
Solar surf, race, and battle your way through the galaxy. Out maneuver technologically advanced robots roaming amongst ancient mechanical engines in search of Flint's infamous treasure — Mutiny, betrayal, supernovas, black holes and ferocious space storms... great danger lies ahead but the treasure Jim searches for will be greater than he had ever imagined.

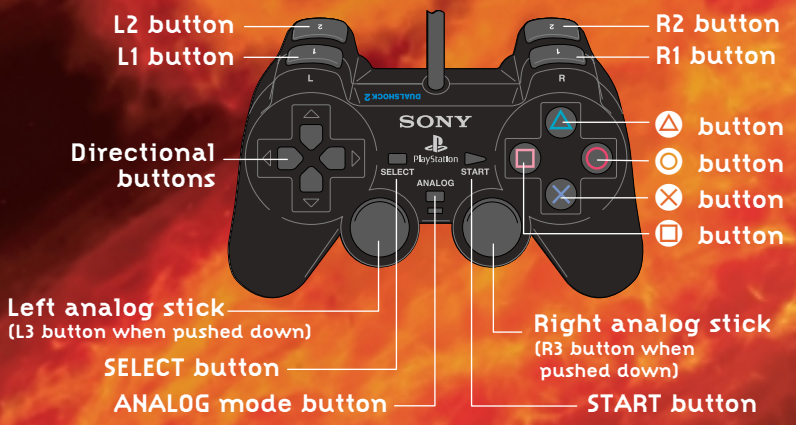
Take a moment to become familiar with the controls, then hit Start and begin the long Journey to Treasure Planet.



Setting Up

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Insert the **Disney's Treasure Planet** disc and close the disc cover. Press the Power button and turn the system ON. **Do not insert or remove peripherals or Memory Cards once the power is turned ON.** To save game settings and results or to continue play on previously saved games, insert a Memory Card (8MB)(for PlayStation®2) into MEMORY CARD Slot 1 before starting play.





Quick Start

Menu Controls

Directional Buttons ↑, ↓, ←, →	Highlight Menu Options
⊗ button	Select / Confirm
△ button	Return to the Previous Screen with No Changes

In-Game Controls

	Normal	Solar Surfing
Left Analog Stick and Directional Buttons	Direction and aim	Direction
⊗ button	Jump (Double tap for Double Jump)	Accelerate
□ button	Punch	Brake
△ button	Free Look	Spin (After a Jump, while in mid-air)
○ button	Kick	Grab (After a Jump, while in mid-air)
L1 button	Crouch and Sneak	Drop Sail and grind objects
R1 button	Crouch and Sneak	Jump (Tap R1 again to Grab) (Tap R1 and L1 together for inverted spin)
L2 button	Cycle H.U.D.	Cycle H.U.D.
R2 button	Camera Snap Center View	Cycle H.U.D.
Right Analog Stick	Look Around	Not Used
START button	Pause Menu	Pause Menu
SELECT button	Not Used	Not Used

Morph Moves

Morph can give Jim a variety of special abilities by changing form.

Cyborg Arms — Press the L1 button to pick up objects (such as barrels) and press the □ button to throw.

Jetpack — Press the L1 button to fire the Jetpack's engines and hold for maximum power.

Morph Hammer — Tap the ⊗ button and the □ button to activate.

Speedy Boots — Press and hold the ⊗ button.

Helping Hand — Press the ⊗ button.

Glider — Press and hold the ⊗ button.

Getting Started

The Title Screen

After the game has loaded, press START to open the Map.

You will be asked to select a previously saved game or select a new file on your MEMORY CARD (8MB) (for PlayStation®2). The game will automatically save your progress as you play.

If you'd like to change sound levels or other game settings or view the Gallery, select "Options", detailed below.

Load Failed Screen

This screen appears if you don't have a Memory Card (8MB) (for PlayStation®2) inserted into MEMORY CARD Slot 1, or if you the Memory Card inserted has no saved game. Press the ⊗ button to continue to the Main Menu.

The Map to Flint's Treasure

In order to make it to Treasure Planet, first, you'll need to find the ancient navigational beacons left behind by the forefathers, hidden throughout the etherium. You'll need to find all the beacons and portals on Montressor to open the way to the spaceport Crescentia. After you've found Crescentia's beacons, you'll move on to the **RLS Legacy** to find beacons throughout interstellar space, and so on, all the way to The Centroid of the Mechanism.

Looking for Beacons

You can travel to any planet or region of space — once enough beacons have been found. This means you can go back to a region to look for treasure or other items you may have overlooked the first time. Montressor is open when you start the game, but other regions of space are unreachable until you find the appropriate beacons.

On the Map to Treasure Planet, press the Directional Buttons ⬆ or ⬇ to highlight a region to explore.

Choosing an Area to Explore

Once you've selected a region, use the Directional Buttons ⬅ or ➡ to choose the area to explore and press the ⊗ button to select it. The icons on the left indicate whether you explore on foot or aboard the solar surfer.

To leave an area, find and enter the portal. Portals don't become active until you have activated enough beacons. If you get stuck, you can choose "Quit game" from the Pause Menu to return to the Title screen to leave the game.

Options

Select "Options" to change game settings including sound and display. This is where you'll find the theatrical trailer from the film, production artwork, music from the movie, and more. You can also set many of the game options at any time during the game by pressing START and opening the Pause Menu.

Sound

Choose Mono or Stereo sound, and make volume adjustments for music, effects, and speech. Use the Directional Buttons to make adjustments, press the ⊗ button to toggle through your selections and press the △ button to return to the Main Menu. If you have Dolby 5.1, movie clips will be played in that format.

Display

Change the position of the screen on your television by using the Directional Buttons to adjust it. When you are finished, press the ⊗ button to confirm your adjustment, and the △ button to close the menu.

Playing Disney's Treasure Planet

Main Game Screen

You will search the galaxy for Flint's Treasure in two different ways, requiring you to develop different skills. First, explore each region on foot — battling pirates and robots, making use of Morph's abilities to overcome obstacles, and figuring out how to reach the next beacon. Second, race on the Solar Surfer along perilous courses filled with cliffs and ledges and other obstacles.

On Foot

Health

Health is represented by the three segments of a circle around Jim's portrait. Contact with dangerous objects and enemy attacks will sap your health. When all three segments are gone, it's game over. Finding bits and sometimes entire segments (of Health) will restore lost health.

Beacons

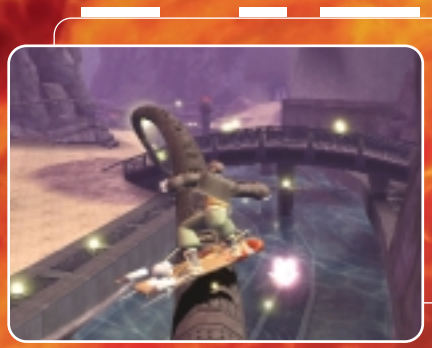
Identifies how many Beacons have been activated thus far.

Tasks

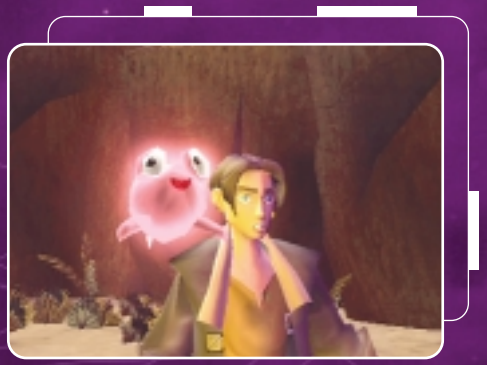
You'll need to collect or even smash multiple objects in order to activate many of the Beacons. Find out how many more you need!

Solar Surfing

When surfing the solar system, the screen looks similar to when going through the game on foot.



Morph Moves



Morph is a protoplasmic "shapeshifter," and he does more than flit around your shoulders and clown around. He can give you a variety of special abilities by changing form — into a Jetpack, for example, or a pair of super-speed boots. In fact, without Morph's help,you wouldn't be able to find the beacons and open the way to Treasure Planet.

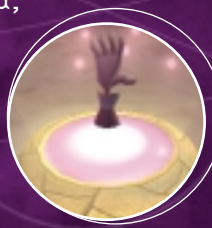
Step onto a Morph Pad and he'll change into the shape most helpful, given the situation. Morph Moves may be powerful but they don't last forever. Once Morph swings into action, act quickly before the effect wears off. Keep an eye on the hourglass in the lower left hand corner of the screen to see how much time you have.

Cyborg Arms

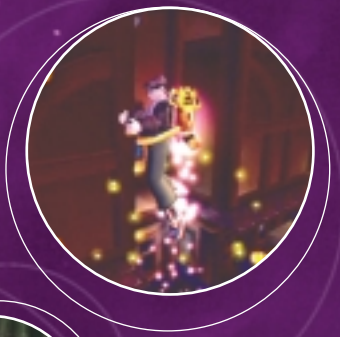
The Cyborg Arms will give you incredible strength to smash open previously unbreakable objects and charge through some walls and locked doors.

Helping Hand

Some switches and levers are too tough for you to throw, even with the help of Cyborg Arms. Morph's answer is to change shape into Dr. Doppler's hand, allowing you to use it where other tools may not work. Find a switch and use Morph's helping hand to activate.

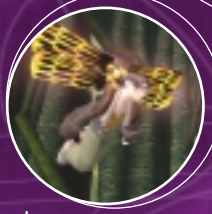


Jetpack



Morph transforms into a Jetpack and attaches himself to your back. The Jetpack may be a little tricky to steer, but the rush is great! Especially useful when you need to reach high ledges or get up in the air for a birds eye view of what lies ahead.

Glider



Fly long distances and cross wide chasms. While aloft, look for 'thermals' — columns of rising air — to gain altitude and reach the very highest ledges.

Speedy Boots

These super-charged, Speedy Boots allow you to run at incredible speed.

Solar Surfing

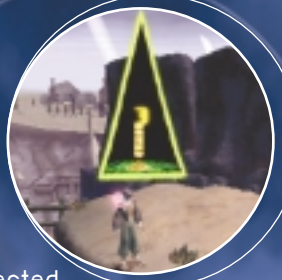
In order to reach Drubloons or to win trick challenges, catch some galactic air, perform a number of tricks and navigate through stretches of landscape filled with obstacles and hazards.

During races against the clock, keep your eyes open for shafts of sunlight. Passing through them will power up the Solar Surfer and give you a burst of speed.

Treasures Found Along the Way

Beacons may be the key to opening portals and clearing the path to Treasure Planet, but there are plenty of other things to collect. Some will help on your adventure, and others are necessary in order to activate beacons — including Drubloons, Green Energy, and both types of health.

Portals



The forefathers left behind a complicated system of beacons and portals to enhance their navigation across the etherium. Dr. Doppler has figured out their use, but unfortunately, not their precise locations. Once you've collected enough beacons, you'll be able to pass through a portal and return to the Main Menu, ready for more exploration.

Beacons

In order to continue the journey, a certain number of Beacons must be activated in each region they explore. The forefathers were a wily bunch, and activating the beacons is not as simple as merely finding them — perform certain tasks, such as collecting Drubloons, or pulling off difficult tricks on your surfer.

Gold Drubloons

There are tons of these lying about, which is good, because many Beacons require that you collect them.

Green Energy

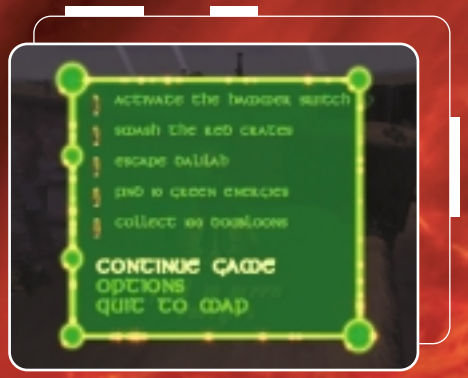
Some Beacons only need a power source to become active, and these are it. If you lose a life while collecting Green Energy, you'll lose all the Energy you've grabbed and you'll have to start from scratch.

Complete Health Segment

Your health meter is divided into three segments — 3 Large segments and 30 smaller segments. Finding these will replace an entire missing segment.

Pausing the Game

Press START to pause the game. The screen shows you how many beacons you've already activated, and what tasks you need to do to activate more. Choose "Continue Game" to keep playing, or "Quit " to return to the Title screen. If you choose "Quit", you will be asked if you are sure you want to — select "Yes" to confirm, or "No" to go back to the game. Choose "Options" to open the In Game Options Menu (where you can adjust game volume, among other things). Press START again to resume play.



Saving the Game

If you forget to Save, there is an Auto Save. Once you pass through a portal, or activate a beacon, your progress is saved to the current Memory Card slot. You can also save manually from the Pause Menu.

People, Machines, and Creatures of the Etherium

Take a look at the eclectic list of interesting characters:

Electrobot

These small robots common on Montressor shouldn't pose much of a challenge, though if they get close enough, they'll explode.

Robot Workers

Also common on Montressor, Robot Workers can be tough, especially if you take a whack or two from their giant wrenches.

Robot Constable

Jim's had a few run-ins with the law on Montressor, so when you see them on patrol, it's best to use a little stealth and sneak away from them.

Noggin

This is the first of many, many pirates you will meet on the journey to Treasure Planet. Watch out for his club swipe!

Meltdown

Watch out for Meltdown pirates — they can hit from a distance with their energy cannons.

Tortilla

Not only can these pirates strike with their swords, they can block attacks if too close. Better tackle them from a distance.

Fellow Travelers

Not everybody you meet are determined to stop you. In fact, several will help you claim the treasure in any way they can. To hear what they have to say, approach them and press the ◯ button. And if you've heard it before, press the ✕ button to end the conversation and continue on your way.

Dr. Doppler

He may be eccentric, but the journey to Treasure Planet would not be possible if Dr. Doppler hadn't discovered the secret of the ancient Beacons and Portals.

John Silver

Silver is half man, half machine (get a look at his arm!) with a lot of experience as a crewmember on inter-planetary spaceships. He takes a keen interest in Jim and Morph when they meet and takes it upon himself to help Jim become an experienced spacer as they journey together to Treasure Planet. But is he all that he seems?

Captain Amelia

Captain Amelia is the no-nonsense, exotically beautiful commander of the solar galleon, **RLS Legacy**. She takes no guff from young Jim Hawkins and quickly consigns the troublemaker to Silver's galley for safekeeping. She once served in the Interstellar Navy, and carries herself with a matter-of-fact militaristic air belying her warmth, caring, and humor.

Bio-engineered Navigator (B.E.N.)

As the pirate Flint's navigator, the robot B.E.N. was privy to the deepest secrets of Flint's Treasure... if only he could remember them! Flint's last act of treachery was to remove B.E.N.'s memory chips and maroon him alone on Treasure Planet. More than a century of lonely existence has taken its toll on the rest of his wiring, now B.E.N. is a scatterbrained chatterbox. He tries desperately to help Jim, but try as he might, B.E.N. can't put his finger on Flint's last secret... the way off Treasure Planet once and for all.

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